ABSTRACT OF THE DISCLOSURE

There is described a game machine capable of providing three-dimensional animated representations according to the progress of a game, in consideration of focus. The game machine includes a memory device for storing three-dimensional data related to a plurality of objects and a game program; an input section by way of which a player performs operations; a display section for representing image data in an animated manner; and a computational processing device which places the plurality of objects in a world coordinate system on the basis of the game program and the three-dimensional data read from the memory, perspectively converts the plurality of objects placed in the world coordinate system with respect to a projection surface, and represents the perspectively-converted image data in an animated manner. The computational processing device performs settings in such a way that a specific object or a specific portion of a specific object is brought into focus, and the plurality of objects placed in the world space are blurred according to the depths thereof relative to the specific object or the specific portion of the specific object.